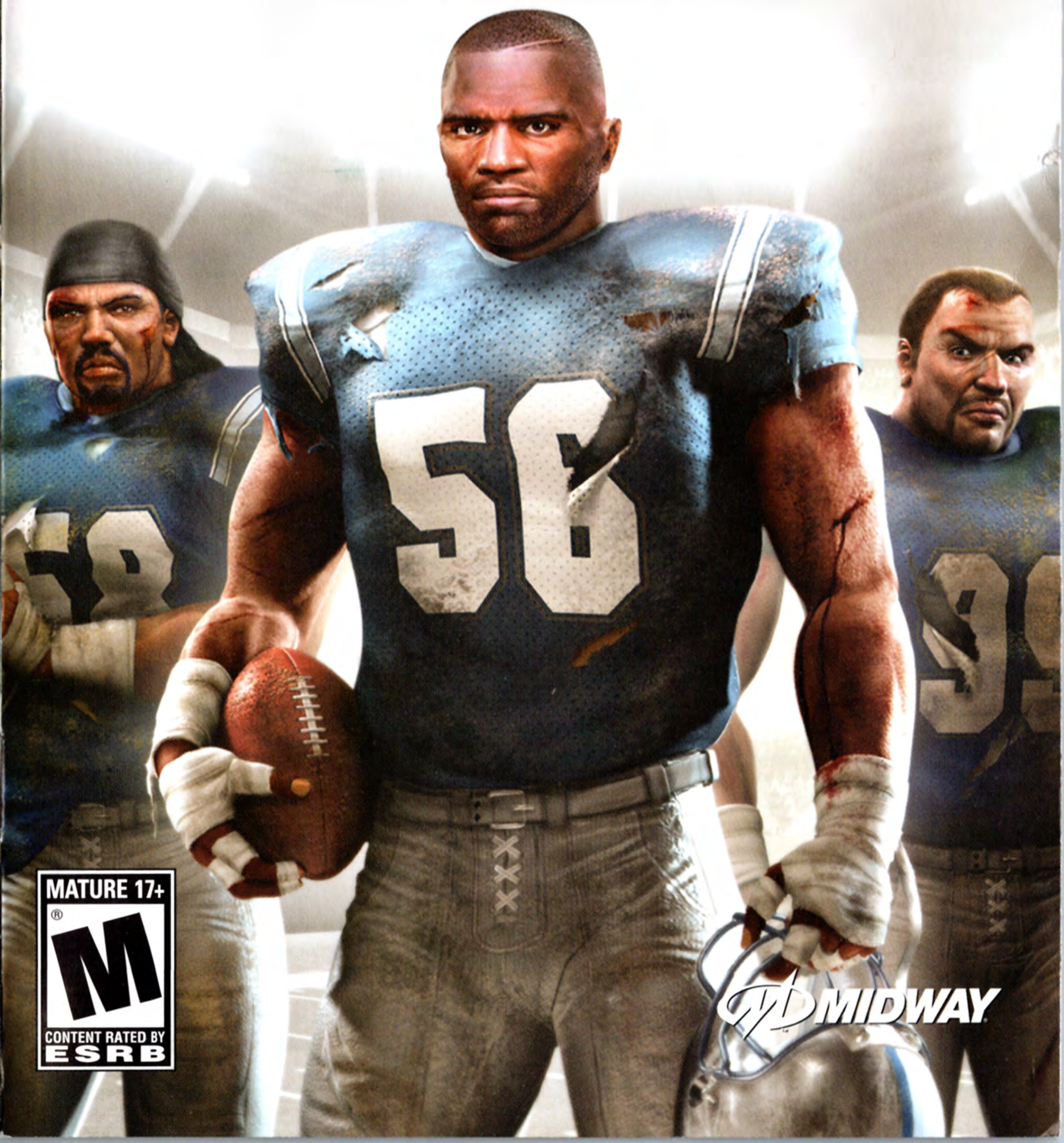


BLOTTZ[®]

THE LEAGUE[™]



MATURE 17+

M

CONTENT RATED BY
ESRB

MIDWAY

Warning

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

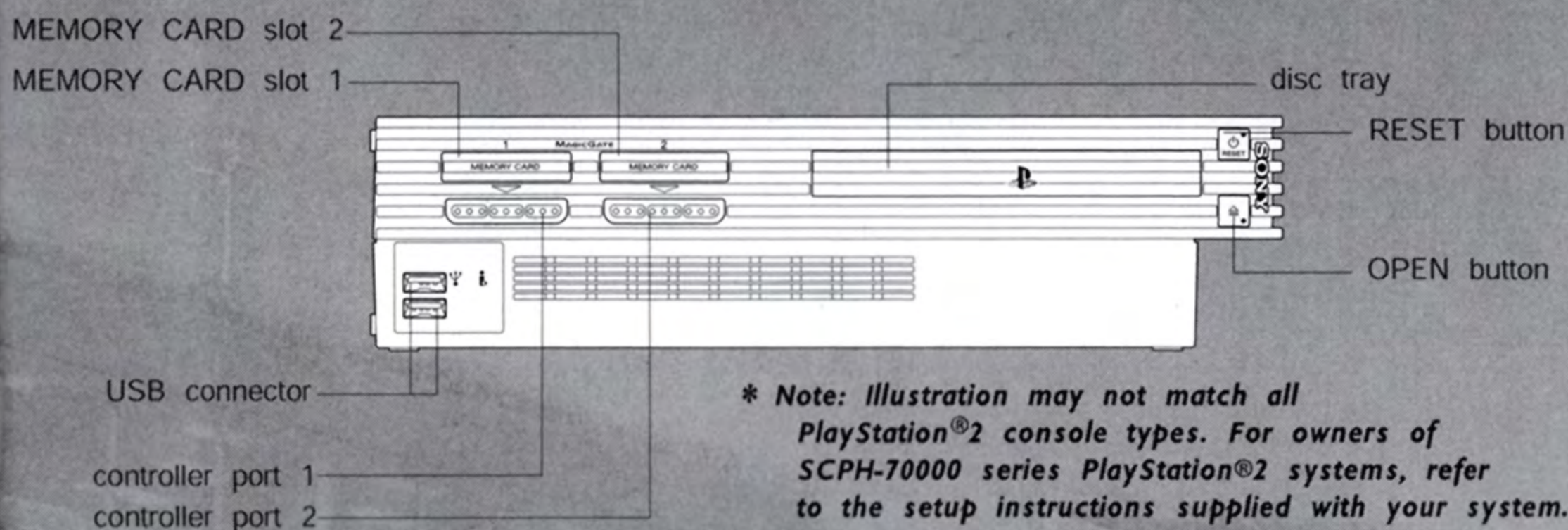
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

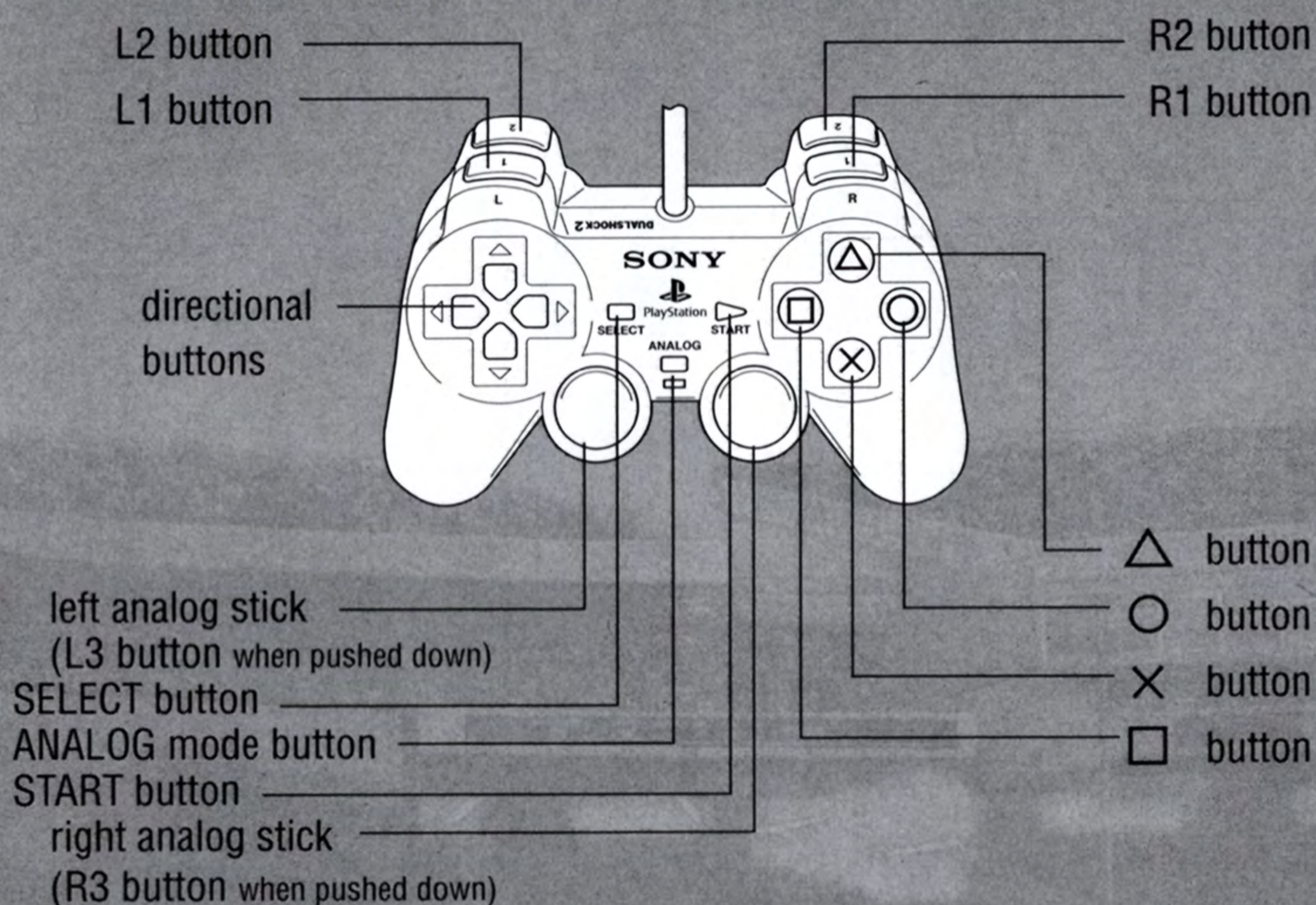
When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Blitz: The League" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

QUITTING A GAME IN PROGRESS

During the game, press the  button to display the Pause Menu. Press the directional buttons  to select QUIT GAME, then press the  button. To confirm exiting the game, highlight YES, then press the  button to return to the Main menu.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Blitz: The League does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

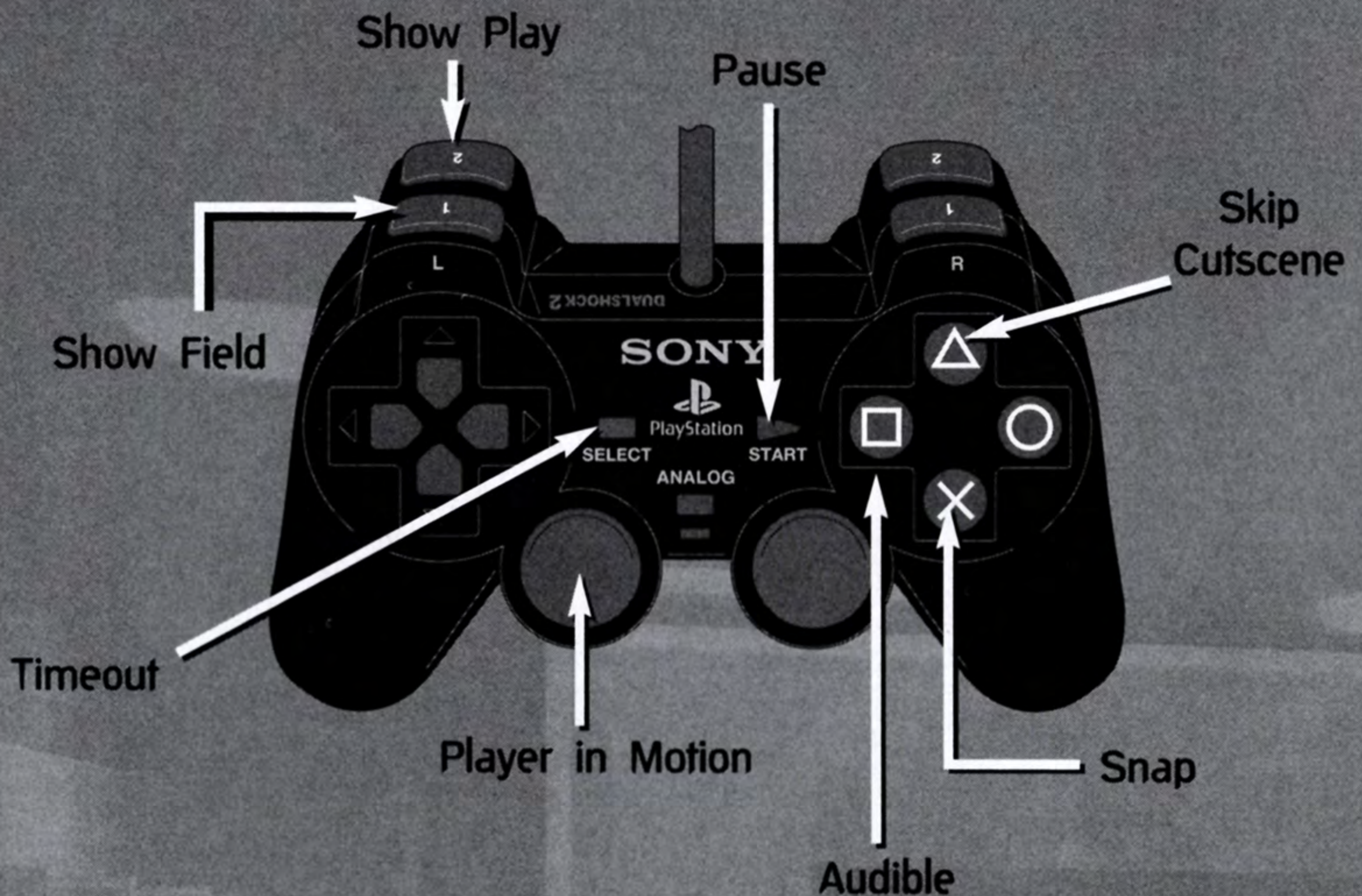
MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

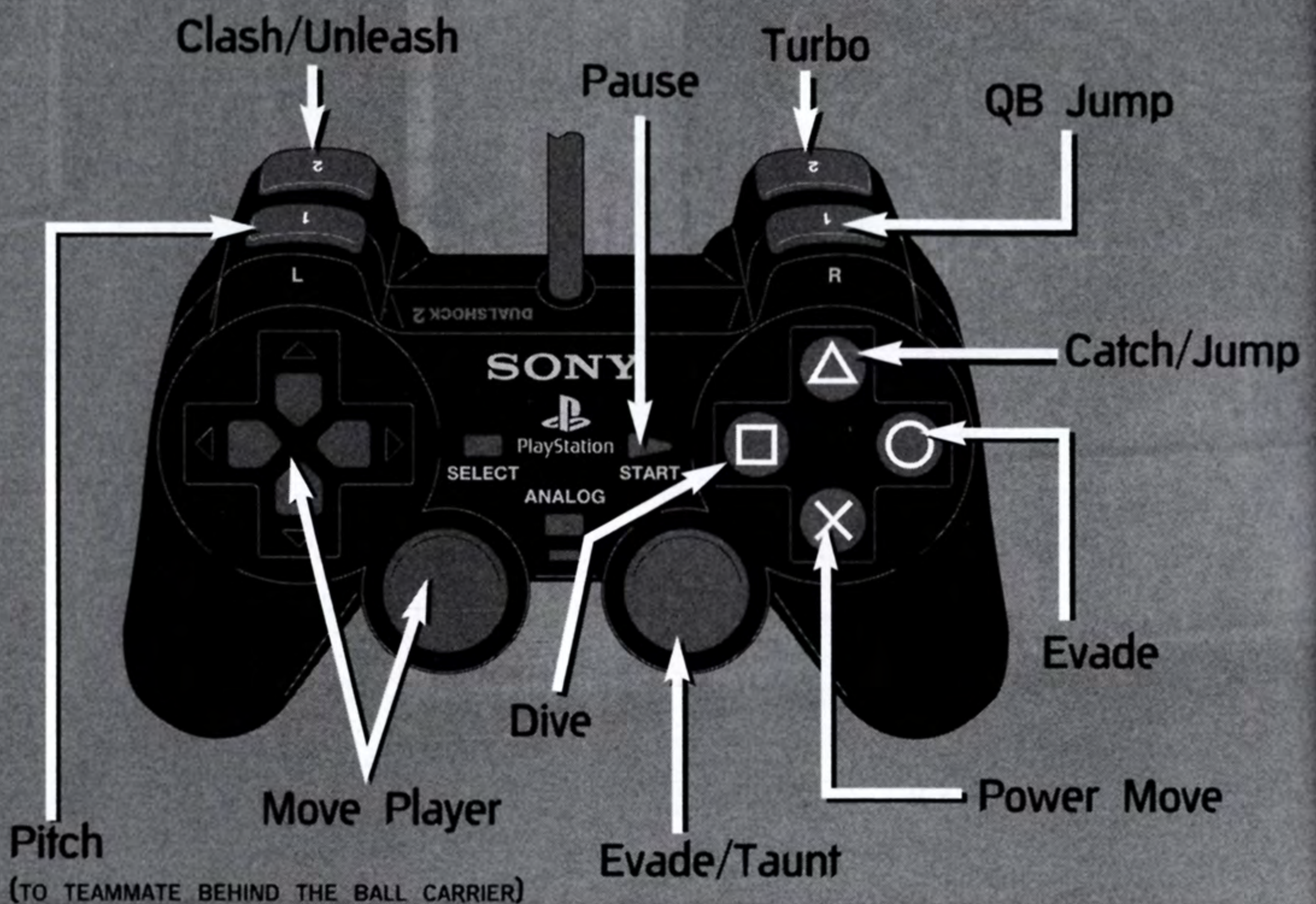
Default Controls

OFFENSE

PRE SNAP



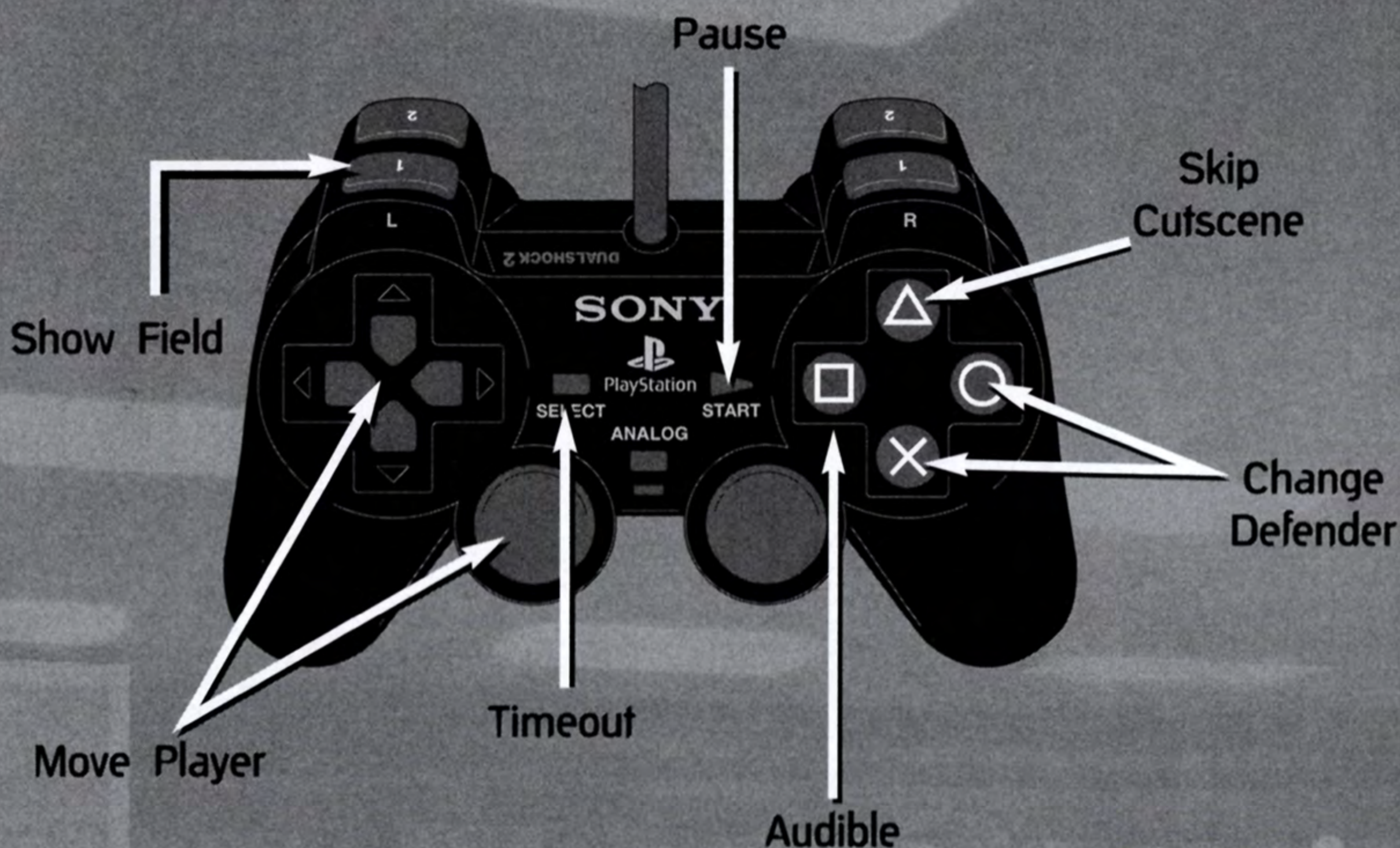
POST SNAP



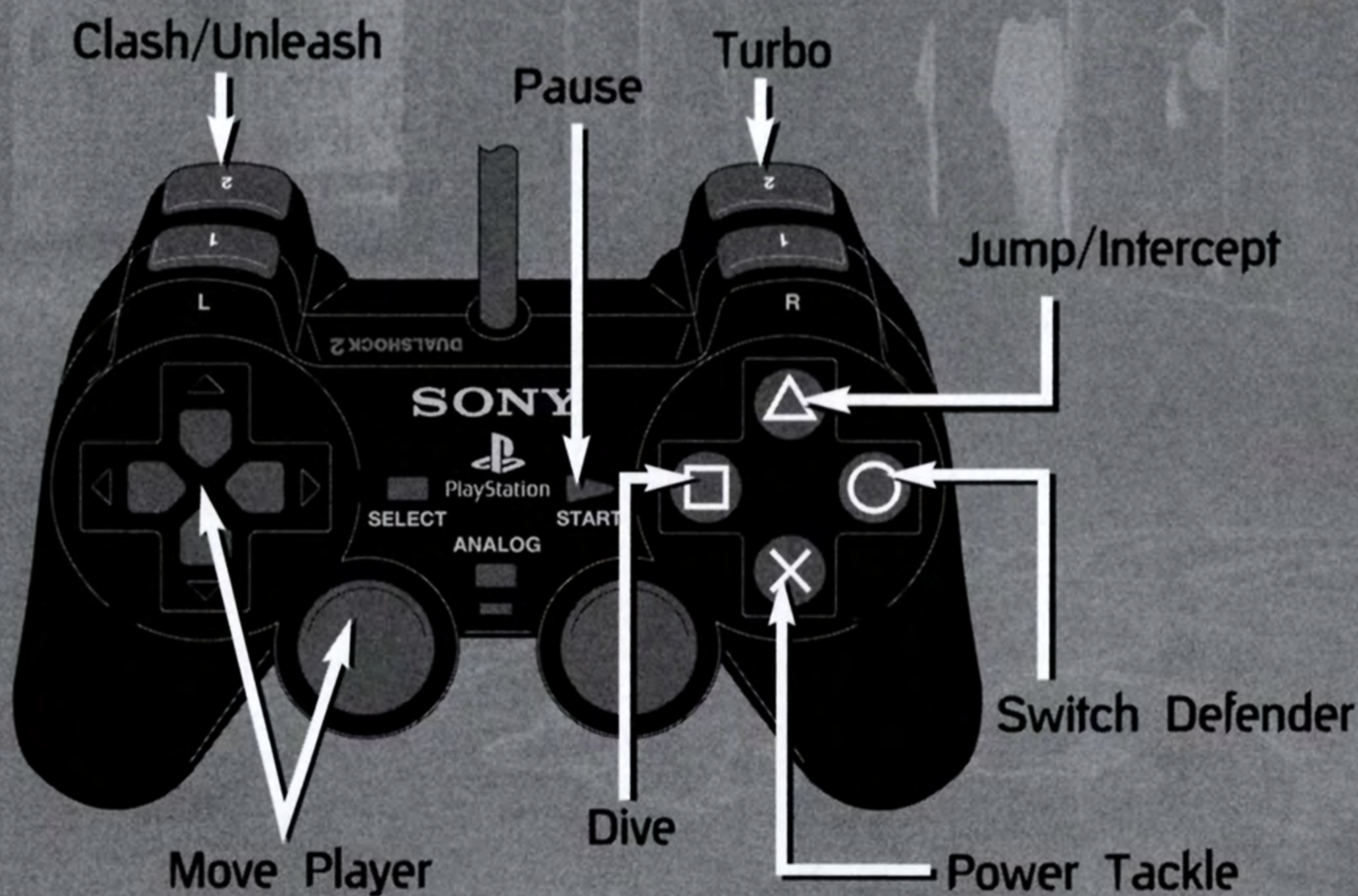
Default Controls

DEFENSE

PRE SNAP



POST SNAP



Main Menu

The Main Menu contains all the options necessary to get started. Highlight an option, then press the **X** button to make a selection. Pressing the **○** button will allow you to create or change a Profile that is used to play in each of the game modes (see **PROFILES** below).

QUICKPLAY

This is the quickest way to the field. You'll first select how many players (1 or 2) you want for your game, then you'll need to decide if you want to be the **HOME** or **AWAY** team. Once you've decided on those two options, the Profile Menu will be displayed.

PROFILES

To get started, you'll need to create a personal Profile. With a memory card (8MB) (for PlayStation®2) inserted in your console, you can create a Profile and then save all your game progress and settings. Each time you play a game, you'll be prompted to load or create a new profile. If you don't have a memory card, your profile won't be saved once you power down.

To create a profile, press the **L1** button or **L2** button to choose a memory card (if you have more than one inserted in your console). Once you select **CREATE PROFILE**, press the directional buttons **↑**, **↓**, **←** or **→** to highlight a character, then press the **X** button to select it. Repeat the process until you've spelled out the name you want, then select **END**. When you're finished, you'll go to the Team Select screen.

NOTE: Two Player Quickplay supports only the use of one memory card. Only the person who initiates the two player game will have the ability to choose a memory card slot in which to load.

TEAM SELECT

Press the directional buttons **←** or **→** to select a team, then press the **X** button to make a selection. As you scroll through the teams, Offense, Defense and Overall ratings appear. You can also press the **L1** button to let the game randomly select a team for you.

STADIUM SELECT

After you've selected your team, press the directional buttons **←** or **→** to change the stadium. Press the **X** button to select. Once you select a stadium, the game will start to load.



Main Menu

CAMPAIGN

Campaign mode allows you to create a team you can take to the field against 15 other teams. You'll first move through a series of menus that will let you create your team from the ground up.

When you select the Campaign option, you'll first need to select or create a Profile to save to your memory card (see PROFILES, previous page).



LOCATION/NAME/LOGO

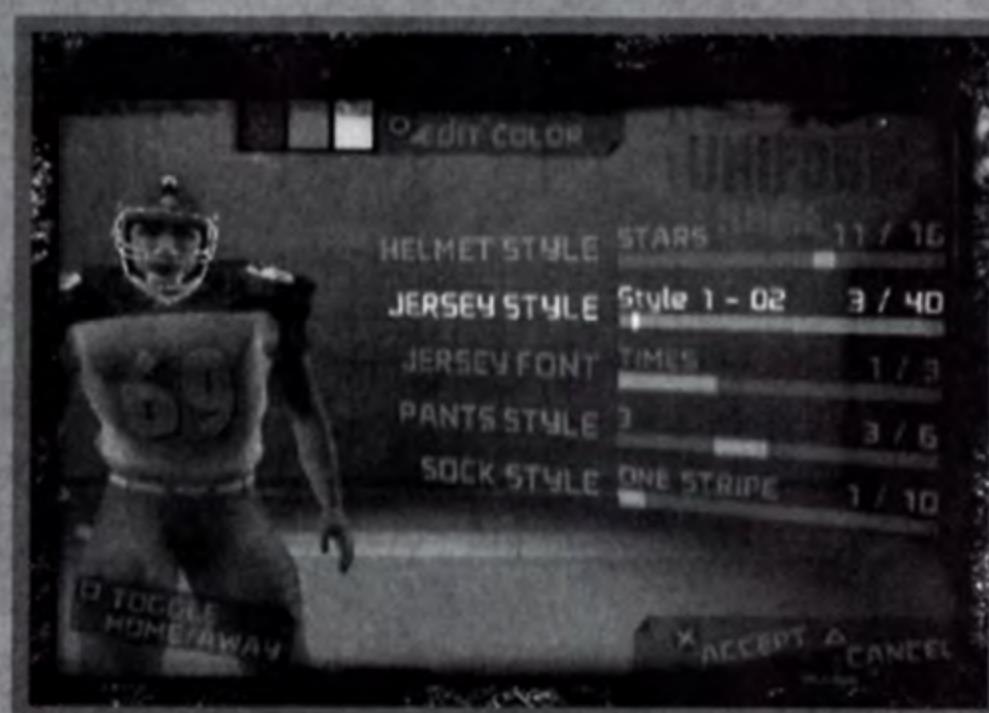
Press the directional buttons **←** or **→** to select a LOCATION (City) from where your team will reside, then press the **⊗** button to make a selection. To spell out a team NAME, press the directional buttons **↑**, **↓**, **←** or **→** to highlight characters, then press the **⊗** button to make selections. Select END when you've finished. Press the directional buttons **←** or **→** to select a LOGO, then press the **⊗** button to make a selection.

EDIT COLORS

Press the directional buttons **↑** or **↓** to highlight the color palettes, then press the **⊗** button to access them. Press the directional buttons **↑**, **↓**, **←** or **→** to find the color you want. Press the **⊗** button again to accept the new color. Repeat the process for all three color swatches. To cancel any color changes, press the **△** button.

UNIFORM STYLE

Press the directional buttons **↑** or **↓** to highlight a specific style aspect of your uniform, then press the directional buttons **←** or **→** to make changes. After you've designed your Home uniform, you'll need to do the same to design your Away uniform.



SELECT STADIUM

Press the directional buttons **←** or **→** to change the STADIUM, then press the **⊗** button to make a selection.

Main Menu

CAMPAIGN (CONT.)

HIRING YOUR PERSONNEL

You'll select a Head Coach, as well as an Offensive and Defensive Coordinator, a Doctor, top Rookie on offense and a Veteran Team Captain on defense. Press the directional buttons **←** or **→** to highlight a person, then press the **⊗** button to make a selection. As you highlight them, personal information and football philosophy is displayed. You'll be prompted to confirm your changes and save before moving onto the Campaign Main Menu.

CAMPAIGN MAIN MENU

Once you've put your team together, the Campaign Main Menu is displayed.

PLAY GAME

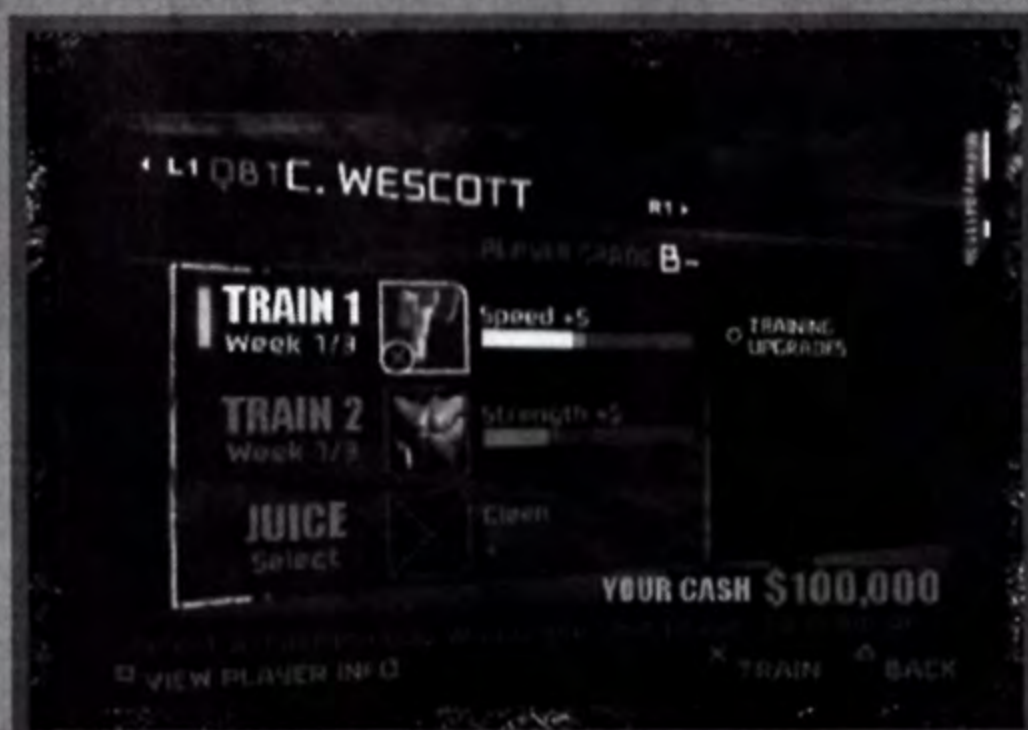
When you've finished setting up your team, select this option to start your game.

TRAINER

The Trainer option is used to train your players to make them stronger and faster. Use the **PLAYERS** option to choose a player, choose an aspect of his skills then start his training to increase his performance. The **EQUIPMENT** option lets you choose better, stronger equipment that will also increase your player's performance. When you have an injured player, you can use the **INJURIES** option to help him get back out on field.

Of course, training, equipment and players' health cost money, so you'll need to budget your money and decide the amount of training you can afford. Your money is displayed on each training menu to help you keep track.

Each player can be trained on two different regimens at once along with one **JUICE** enhancer treatment. Press the **⊗** button to select **TRAIN 1**, **TRAIN 2** or **JUICE**.

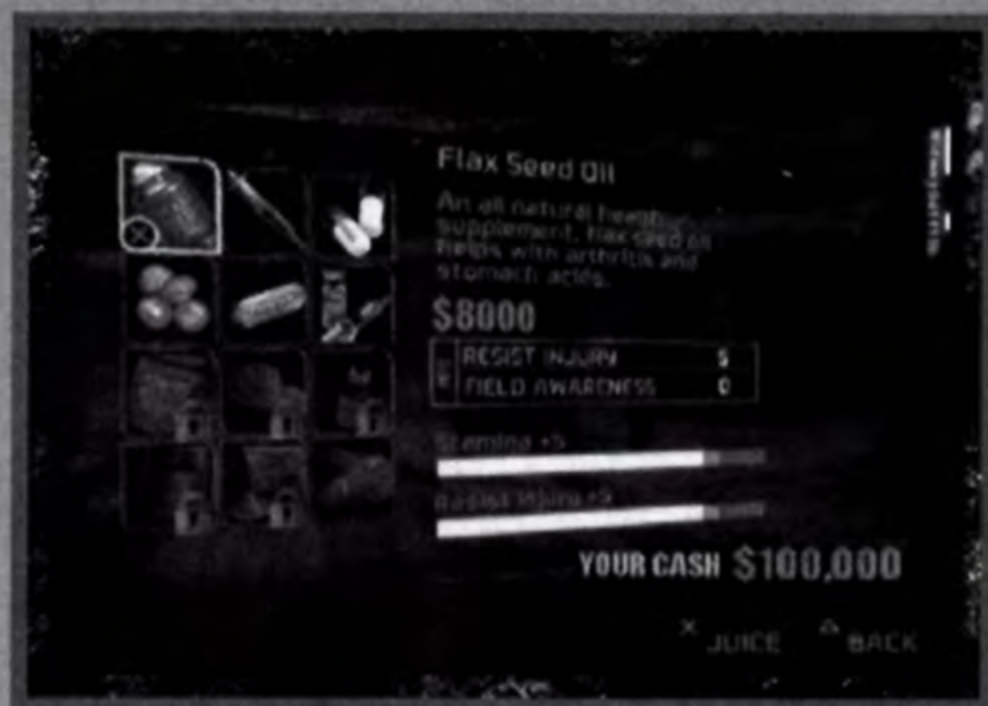


To select a Training Regiment, select the machine you wish to use to train the player. To Juice him, use the **⊗** button to select **JUICE**, then select **Buy Enhancement**, and then select the enhancer you wish to use.

Main Menu

On each Training Regiment, you'll see three dots. Each of these represents the amount of machines that are left for usage. When all three are used, the machine will turn red. You cannot use another one of these machines unless you remove the machine from one of the three players using it.

Each Training Cycle takes three weeks to complete. You can tell which week the Training Regiment is in by looking at the Week below the TRAIN 1 and TRAIN 2 slot, represented by a 1/3, 2/3 or 3/3. Training bonuses are only received when the cycle passes Week 3. If you remove him prior, he will lose any gains he's made.

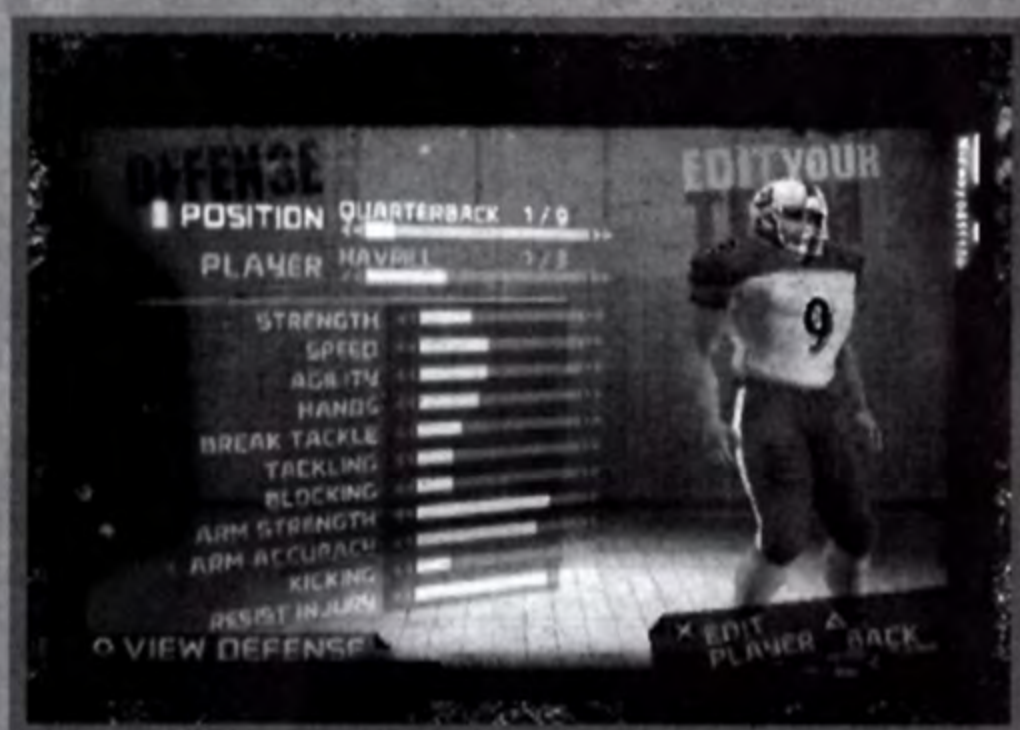


Press the **△** button to buy even better Training Regiments!

Juicing a player is risky. Some enhancers have negative side-effects. The cumulative effects of these are measured by the bar to the right of the JUICE option on each player. Once he is in the red, you run the risk of being fined and having the player banned from juicing for 4 weeks!

PLAYERS

Use this option to edit the look of your players. Press the directional buttons **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to make adjustments. Press the **◎** button to toggle Offense and Defense.



STATISTICS

View player statistics and league standings using this option. Press the **L1** button or **R1** button to cycle through the statistical categories. To toggle between League Standings and Statistics, press the **□** button.

CHEERLEADERS

Your club has a cheerleader squad. You can select your cheerleaders and choose what they wear. Choose **SELECT SQUAD** to access your cheerleaders, then press the directional buttons **←** or **→** to choose a girl. Press the **⊗** button to select the girl you want to replace, then select the girl to replace her. The **SELECT OUTFIT** option lets you choose from three outfits and three others that you can unlock.

Main Menu

ACCOLADES

Your Trophy room will be decorated with trophies, awards and even FHM covers. Highlight an award or cover, then press the **X** button to take a look. Press the **○** button to toggle between the two trophy rooms.

OPTIONS

Press the directional button **←** or **→** to make adjustments to the **MUSIC**, **SOUND EFFECTS**, **ENVIRONMENT**, **COMMENTARY** or the voice of the **OFFENSIVE COORDINATOR**. Do the same for **Gameplay** options to make changes to the **DIFFICULTY** option lets you choose from **EASY**, **MEDIUM** or **HARD**. You can also choose between 1, 2, 3, 4 or 5 minute **QUARTERS**. **CLASH MODE** can be turned **ON** or **OFF**, as well as the **VIBRATION** feature of your **DUALSHOCK®2** analog controller. For **Video** options, make adjustments to the **CAMERA**, **CINEMATICS** or **PLAYER ICONS**. The **Save Manager** option lets you turn **Autosave** **On** or **Off**.

TRAINING CAMP

If you're playing the game for the first time, the Blitz Training Camp is the best way to learn how to play the game. On-screen instructions will walk you through the ins and outs of the game's **RUSHING**, **PASSING**, **RECEIVING** and **DEFENSE**. Training Camp is also a great way to learn the game's offensive and defensive combos. The **PRIMETIME** option will test your ability to use multiple moves you've learned in Training Camp. We recommend that you also check out the **VIDEOS** option for some helpful video instructions.

NOTE: Completing Training Camp will not only help you play every aspect of the game better, it will unlock items.

EXTRAS

The **Extras** option contains several categories of unlockable extras you can obtain to enhance Blitz: The League's game features. Unlock features regarding **PLAY MODES**, **CONCEPTS**, **MEDIA**, **CHEERLEADERS**, **CODES**, **CREDITS** and **TRAILERS**.

Select an option, and on-screen instructions will tell you what you need to do to unlock the feature. Once you unlock the feature, select the option again to obtain the code that unlocks the feature. Use the **CODES** option to enter codes you've unlocked. Codes unlock new options on the **Game Options Menu** and on **Team Select**.

Pre-Game Setup

NUMBER OF PLAYERS

Before you get started, press the directional button ◀ or ▶ to select the number of human players: one or two.

SELECT HOME OR AWAY

In a one player game, press the directional button ◀ or ▶ to select the side on which you want to play: AWAY TEAM or HOME TEAM. In a two player game, both players need to create or load a profile. The first player to create a profile will be the Home Team.



SELECT TEAMS

Prior to each Quickplay game, you'll need to select the team you want to use in your game.

Press the directional button ◀ or ▶ to scroll through the teams. Power rankings for Offense and Defense, as well as Overall strength will be displayed. Once you've chosen your team(s), you'll then need to choose a stadium. Press the Ⓒ button to View Team Details. This displays your Team Captain and Team Strength.

NOTE: You can also try pressing the **L1** button to have the game randomly select your team for you.

STADIUM SELECT

Press the directional button ◀ or ▶ to scroll through the stadiums, then press the ⓧ button to select the one you want. You can also press the Ⓒ button to change your Game Options and play Bonus Modes that you've unlocked.

Blitz Online

GETTING STARTED

Blitz: The League's new Online feature allows you to connect to the Internet and play the game online against other Blitz: The League gamers. Use the following procedure to get online:

Choose Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose Your Network Configuration" header, select it to enter the Blitz: The League Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

NOTE: During Online Setup, you cannot edit or delete AOL network settings.

NETWORK SETTINGS

Add Settings - Follow on-screen instructions to configure Internet settings.

Edit Setting - To make settings changes, follow on-screen instructions.

Delete Setting - Delete settings you'll no longer need.

Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network adaptor start-up disc (SCEA) included with the (SCE network adaptor).

NETWORK COMPATIBILITY

Blitz: The League supports Online gaming using the SCE network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered Ps2 UDP port number:

ps-ams 3658/udp PlayStation® AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/fire-wall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

Blitz: The League uses the following TCP and UDP ports:

TCP ports - 58286, 58287, 58288, 58290, 58291

UDP ports - 3658, 13139, 51171

BLITZ LOGIN

On the Blitznet Login screen you'll have three options: Signon, New Account or Disconnect. If this is your first time playing Blitz: The League online, or you want to create a new account, select New Account (be sure you read the important disclaimer information before accepting to the terms of play and use).

If you have an existing account choose Signon, then enter your previously created Username and Password.

NOTE: You cannot create an account if you are under the age of 13.

Blitz Online

PLAYER PROFILE

As you play online matches, your stats will accumulate. Use this option to see what kind of numbers you're putting up.

JOIN A ROOM

If a previously created server is available, you can use this option to join the server and hook up with an opponent. Select NORTH or SOUTH to enter the specific room you want to join. Within the room, you can choose to challenge another player or wait for a challenge.



CREATE A ROOM

To host a game room, select this option, then select from the letters and numbers to spell out the name of your game Room. If you like, you can set a password to get into the room you've created. If you don't want to set a password, select END to go to your created room.

FIND A PLAYER

Use this option to find a friend online. Spell out the name, then select End. The search will begin then let you know if that person is online.

FRIENDS

When you log on, select this option and see if your listed friends are online.

LEADERBOARDS

This option displays a list of the top Blitz: The League performers.

NEWS & UPDATES

This option helps you stay up-to-date on all the latest news and Blitz: The League updates.

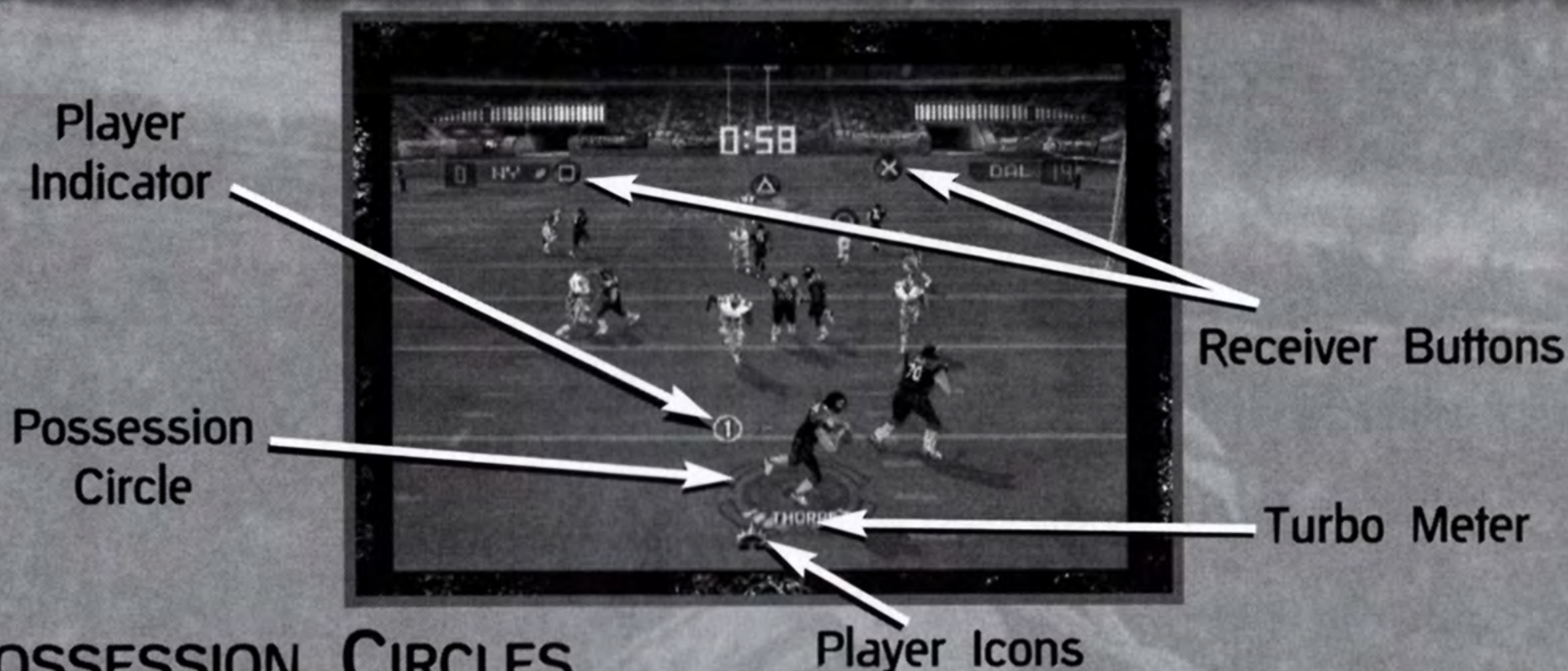
CHANGE LOGIN

When you select this option, you can log off your current name and login as another.

DISCONNECT

Disconnect from the internet.

On The Field



POSSESSION CIRCLES

Possession Circles appear below some players during gameplay. Player one's character is denoted with a Blue circle and Player two's character will have a Yellow circle. When they have possession of the ball, CPU controlled players have a grey circle. Possession Circles also contain the Turbo Meter.

TURBO METERS

These meters are visible beneath a human controlled player. Turbo Meters start fully charged with the maximum amount of Turbo available. As it's used, the meter diminishes inward. When it's empty, release the **R2** button (Turbo) to allow it to recharge. Remember, players run slower when you've exhausted all your turbo. Release the **R2** button, and turbo will recharge.

PLAYER INDICATORS

These colored numbers appear prior to each play, so you'll know the player you're controlling. The numbers correspond to the controller you're using. They'll disappear a few seconds after players are set.

RECEIVER BUTTONS

Each receiver has a controller button (○, ⊗, △ or ◻) attributed to them. Pre-snap, press the **L2** button to view them. Before a pass, look down field, then press the button displayed over the receiver you want to receive the pass.

PLAYER ICONS

Special players have Player Icons displayed on their Possession Circles.



Team Captain



Best Catcher



Multi Weapon



Tackle Breaker



Fastest Weapon

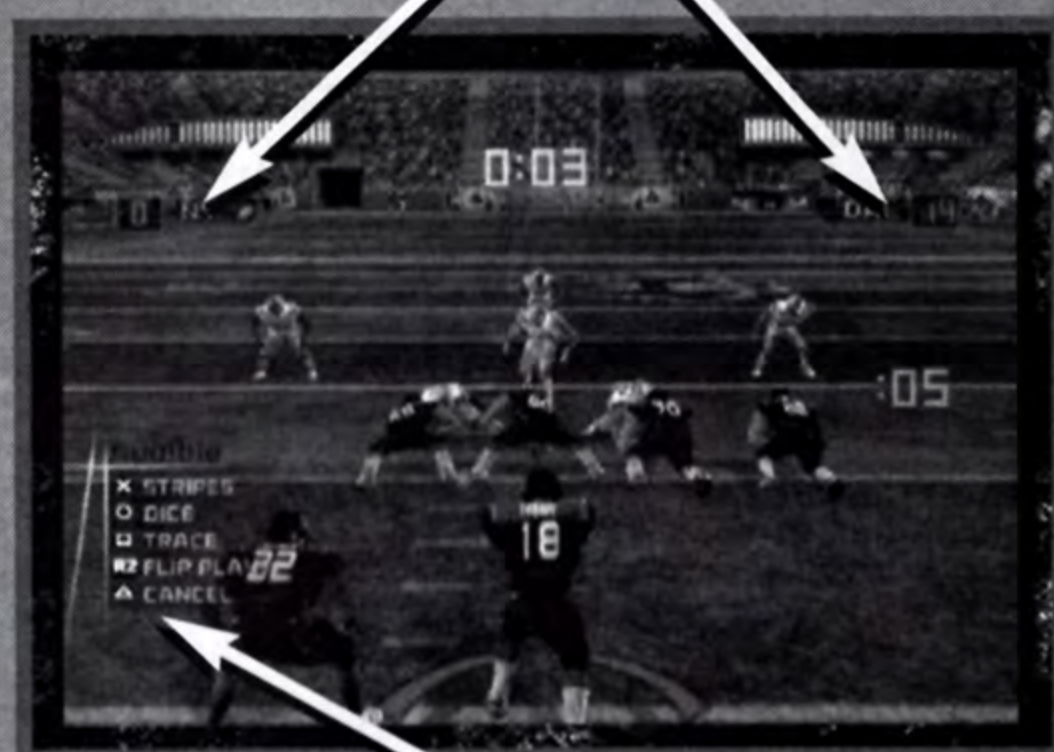
On The Field

SCOREBOARD

Displays the game's SCORE, current QUARTER and TIME remaining.

AUDIBLES

Press the  button at the line of scrimmage to call up the Audibles Window. Each new play is represented by a button on the controller, so press the button next to the new play you want to run. Make a quick decision, because you're not afforded much time to call your audible before the play starts.



Audible Window

PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the directional button  or  to highlight a formation, then press the  button to select it. For each formation, there are several pages of plays. Press the directional button  or  to move through the pages of plays. Each play is represented by the ,  button or  button. Press the button next to the play you want to run. Press the  button to back out of a selected formation. Press the directional buttons  or  to view a tip about each play.

Flipping Plays

You can increase variety by reversing the plays. While you're selecting plays, press the **R1** button to flip the play.

TAUNTING

During a play, you may find yourself carrying the ball with a large lead on a defender. When this happens, you'll see the image of the right analog stick appears on the screen. At that point, press the right analog stick , ,  or  to select one of four different taunts.

NOTE: Taunting sacrifices speed, so make sure you won't be tackled. If you're tackled while taunting, you'll stand a greater chance of fumbling.

JUMP PASS

Press the **R1** button right before throwing the ball to make your Quarterback leap in the air before throwing. A successful Jump Pass can help you hurdle would be tacklers!

On The Field

Clash Meter

Unleash Meter

CLASH METER

The Clash Meter shows how long you can stay in Clash Mode. The bar drains when you hold down the **L2** button on offense and when you execute a Dirty Hit on defense. It can be replenished with big plays on the field.

Below the Clash Meter, the Clash Icon Meter counts how many Clash Icons you've collected (for more information on Clash Icons, next page). Once you illuminate all six icons, you will be rewarded by entering Unleash Mode. The meter will then transform into an Unleash Meter.



CLASH MODE - OFFENSE

Clash Mode gives the offense an advantage by slowing down the defense. It also makes offensive moves more powerful, including power moves, evades, and catches. These combos also award you with valuable Clash Icons. Enter Clash Mode by holding down the **L2** button. You can always regain Clash by gaining yards, scoring touchdowns and making big plays.

CLASH MODE - DEFENSE

Clash Mode on defense amps up your hits. Hold down the **L2** button to use your Clash Meter when you perform a hard hit (**X** button) to pummel the opponent with a Dirty Hit. Dirty Hits are more apt to cause fumbles and will also award you with Clash Icons. Using your Clash on defense will not cause a blur effect. Instead, it will only deplete when the hit is successful. Successful hits reduce the victim's stamina, displayed by a number above his head. This lowers their abilities, making them more prone to injury.

UNLEASH MODE - OFFENSE

When you've accumulated six Clash Icons, your Clash Bar will transform into an **UNLEASH BAR**. Unleash Mode is triggered just like Clash (hold **L2** button). Once you perform a special move in Unleash Mode, you will exhaust all of your Unleash Energy. Unleashing on offense amplifies your moves and gives you a few seconds of invulnerability. To use a QB Unleash, tap the right analog stick to perform an evasion. You cannot Unleash a QB unless he's in the backfield and the right analog stick is tapped toward the defender while holding down the **L2** button. As the ball carrier, press the Evade or Power button to perform Unleash versions of those moves. When the ball is in the air, enter Unleash mode and press the **△** button to perform an Unleashed Catch. **WARNING:** You get only one Unleash Move. Once you use it, or run out of Unleash Energy, you'll drop back into Clash Mode.

On The Field

UNLEASH MODE — DEFENSE

When you're in Unleash Mode on Defense, your Dirty Hits have a great chance of causing a fumble or injuring an opponent. When your team is in this mode, hold the **L2** button to use your Unleash energy then press the **ⓧ** button to attack with an Unleashed Dirty Hit. Successfully performing an Unleash Hit will exhaust all of your Unleash energy.

CLASH ICONS

Below are the Clash Icons you can earn to gain Unleash ability.



Juke, Spin & QB Evade

Perform a Juke, Spin or QB Evade while in Clash Mode



Clash Catch

Perform a catch while in Clash Mode



Touchdown

Score a touchdown



Injury

Cause a injury



Team Captain Hit

Perform a Dirty Hit on the opposing team's Team Captain



Stiff Arm & Shoulder Plow

Perform a Stiff Arm or Shoulder Plow in Clash Mode



Dirty Hit

Perform a dirty hit



Taunt

Hold down the taunt stick for a couple seconds



Late Hit

Press the **ⓧ** button to hit a player during a brawl.



Turnover

Awarded when you force a turnover on defense

On The Field

INJURIES

Players can sometimes be injured on the field. When this happens, an image of an injury appears, followed by two options. You can select to TREAT the injured player or JUICE him.



Juicing an Injured Player

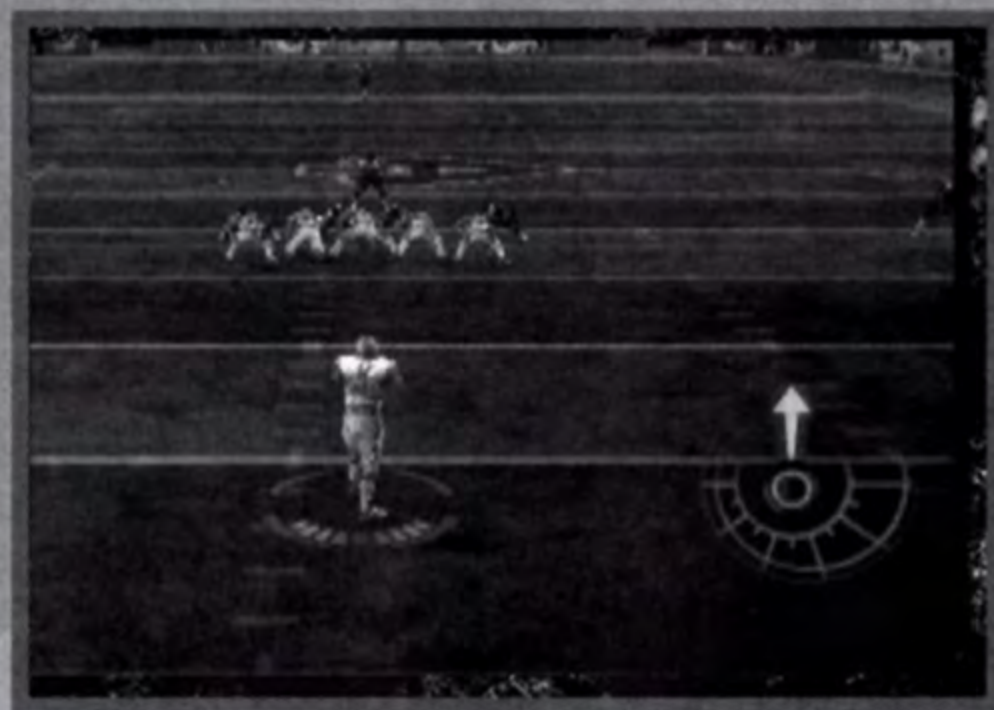
When you Juice a player back into playing condition, he can return sooner than he would if he was treated. Be aware, though, there's a higher risk that more injuries could occur to the player.

Treating a Player Back to Health

If you don't choose the short term solution, Treating a player back to health will ensure a stronger injury recovery. Of course, you sacrifice time.

THE KICKING GAME

You control all aspects of the Kicking Game. Kickoffs, Punts, PATs and Field Goals are up to you. When you choose to kick, the Kick Meter appears. Prior to kicking, a series of buttons are displayed inside the Kick Meter. As a button appears, immediately press that button. Kicking depends on your ability to hit



the buttons quickly and accurately. You can also spook the kicker by pressing the  button before the snap. This will vibrate your opponent's controller.

NOTE: When kicking field goals, PATs or Punts, try to correctly press better than 49 percent of the buttons. Otherwise, the snap can be fumbled.

Field Goal & PATs

When you're attempting a field goal, the length of the field goal will determine how many of the buttons you'll need to press prior to the snap of the ball. For example, if you're in close, you may have to press as few as four buttons for a field goal. If you're attempting a long distance field goal, you may have to press as many as seven buttons. The success of a field goal depends on the skill level of the team and/or the kicker. In Campaign Mode, you can increase your chances of success by upgrading your kicker's skill level through training.

Onside Kick

When you attempt an Onside Kick, the percentage determines how likely the other team will fumble the ball after receiving the kick.

On The Field

BRAWLING

With increasing amounts of Dirty Hits or Unleash Hits on offense, players become more irritated. You'll eventually see the words "TEMPERS FLARING" display, followed by two helmet icons. With the helmet icons displayed, the next Dirty or Unleashed Hit will cause a brawl.

Brawls last 10 seconds. The player that gets the most Late Hit icons during a Brawl will get to keep them. The player that loses gets nothing. It's a great way to build up your Unleash Meter!

PAUSE OPTIONS

During the game, press the  button to view the Pause Options screen. You can view the Player Icon Legend by pressing the  button.

INSTANT REPLAY

If you make a great play, take a look at the replay. Use on-screen controls to view the play.

CALL TIME OUT

You get two Time Outs per half.

STATISTICS

Take a look at the game's current stats.

CHALLENGE

In Campaign Mode, you can check the Challenges option on the in-game Pause Menu to see what your current wager is, or if there are special Campaign Mode challenges currently active.

TEAM STATUS

Review the status of either team's players. Press the directional button  or  to cycle between the teams. The  button displays players on Offense, the  button displays defense and the  button displays injured players.

GAMEPLAY OPTIONS

Timed Play Select

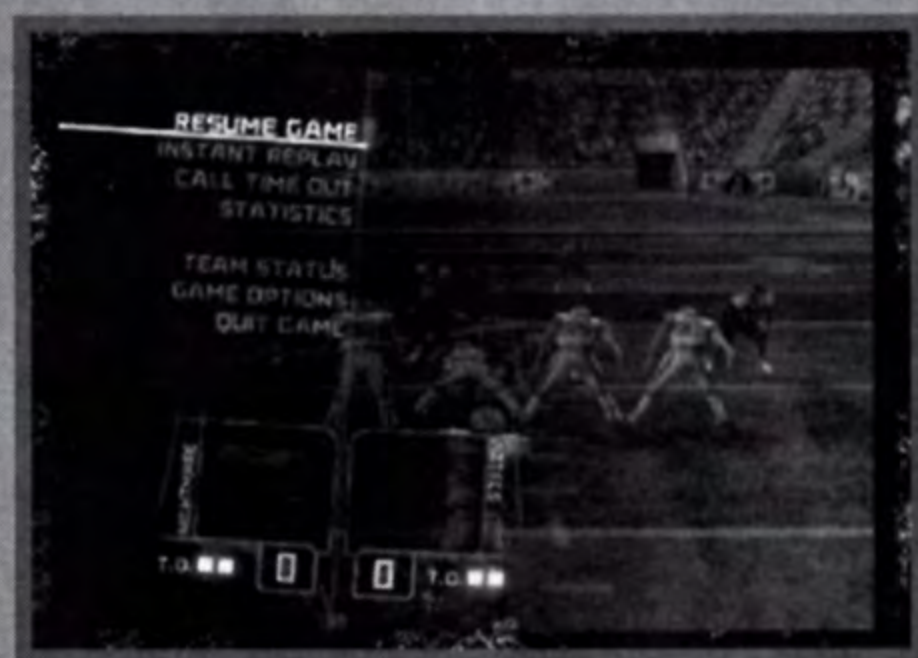
Turn the Timed Play Select feature at the Play Selection screen On or Off.

Player Icons

Turn the displayed icons that appear on the Possession Circles On or Off.

AUDIO

See AUDIO, pg. 12



Credits

MIDWAY HOME ENTERTAINMENT

PRODUCTION

Executive Producer Mike Bilder
Producer Adam Boyes
Lead Designer Kraig Kujawa
Programming Lead Dave Lang
Art Director Matthew Gilmore
Audio Lead Rich Carle

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& Darryl Wisner
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Adisak Pochanayon, Jim Terdina & Alan Villani
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Additional Designers Vinh Chu & Dan Coleman

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The Vet Max Crawford
The Rookie Kevin Douglas
Jacqui Paula Garcia
Bruno Battaglia - John Gawlik
Coach Dan Bakadahl
Spoils Johanna Añonuevo
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Kelvin Diggs Vance Evans
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Cookie Wallace Keenan "Venom" Powell
Grant Tanner Jon Walsh
Tito Maas Eli Figueroa
Tony Forbes Chase Ashbaker
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On-Field Player Voice 2 Freddie "Encyclopedia Brown" Grayer
On-Field Player Voice 3 Marcus Neris
On-Field Player Voice 4- Simeon "Shadow" Norfleet
On-Field Player Voice 5 Mike Higgins
On-Field Player Voice 6 Justin Krogh
On-Field Player Voice 7 Rob Janas
On-Field Player Voice 8 Pete Lawson
Coach 2 Marz Timms
Trainer 1 Vince Pontarelli
Trainer 2 Rich Carle
Stadium Announcer Brian Chard

COVER ATHLETE / QUENTIN SANDS

Lawrence Taylor

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Andy Hernandez, James Holland, Robert Lathan, Chris Mcfadden,
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SPECIAL THANKS

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Blitz: The League Music

BLITZ: THE LEAGUE SOUNTRACK

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A-Track

"Felonious Funk A Track Remix"

D Styles featuring Q Bert, Babu and Melo D

Audio Research Records

B Real and DJ Lethal

"All My Life"

Performed by Killing Zone

Music by Killing Zone

Lyrics by B Real

Killing Zone is B Real, Billy Gould, Raymond Herrera and Russell Ali

Co produced by DJ Lethal and 3volution Productions

Co engineered by DJ Lethal and Toby Wright

© 2005 Killing Zone

DJ Lethal appears courtesy of Geffen Records

"Play At Your Own Risk"

Music written by DJ Lethal

Lyrics written and performed by B Real

Co produced by DJ Lethal and 3volution Productions

Engineered by DJ Lethal

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DJ Lethal appears courtesy of Geffen Records

The Beatnuts

"No Escapin' This"

Performed by The Beatnuts

Courtesy of SONY BMG MUSIC ENTERTAINMENT

By arrangement with SONY BMG MUSIC ENTERTAINMENT

Buck

"The Streets"

Written by Shaun Damore and Shawn McCullough

Performed by Buck

Courtesy of Breakthrough Recording Studio

<http://www.ishineent.com/>

"My Team"

Written by Shaun Damore and Shawn McCullough

Performed by Buck

Courtesy of Breakthrough Recording Studio

<http://www.ishineent.com/>

"Blitz My Team Remix"

Written by Shaun Damore and Shawn McCullough

Performed by Buck

Courtesy of Breakthrough Recording Studio

<http://www.ishineent.com/>

El Pus

"Suburb Thuggin'"

Performed by El Pus

Courtesy of Virgin Records

Under License from EMI Film & Television Music

Fat Lip

"Today's Your Day (Whatchagonedu?)"

Written by Allen Toussaint, Derrick Stewart, and Sam Spiegel

Performed by Fatlip

Courtesy of Delicious Vinyl

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Contains elements of "Give It Up" performed by Lee Dorsey Courtesy of Elektra Records

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Blitz: The League Music

Heavy Mojo

"Radio"

Written and Performed by Heavy Mojo

© 2005 Jank Recordings, Inc.

Published by 2005 Heavy Head Publishing (BMI)

www.heavymojomusic.com

"So You Say"

Written and Performed by Heavy Mojo

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Published by 2005 Heavy Head Publishing (BMI)

www.heavymojomusic.com

HED P.E.

"Represent"

Performed by HED P.E.

Written by HED P.E.

© 2005

"Represent"

Performed by HED P.E.

Courtesy of Koch Records

© 2005

Non Phixion

"Rock Stars"

[W. Braunstein, J. Fuentes, M. Manzanilla, C. Martin]

W. Braunstein (BMI)/ Compulsive Disorder (ASCAP)

Tortured Soul (ASCAP)/ Gifted Pearl Music/EMI-April Music (ASCAP)

Produced by DJ Premier for Works of Mart, Inc.

Cuts by DJ Premier

Recorded at D&D Studios, NYC by Eddie Sancho

Mixed at D&D Studios, NYC by DJ Premier

www.nonphixion.com

Obscure Disorder

" 2004 "

Obscure Disorder featuring Ill Bill & Gortex

Audio Research Records

Phifty-50

Let 'Em Hate by PHIFTY-50 (featuring RAY GOODY & LUE CHUE)

(Ray Whitty, Julius LaRosa, Jefeth Frankson)-

Published by Grind City Publishing

Recorded by Scott Whittier at Wittier Studios, Jax, Fl.

Mixed by Ray Seay at the Vault, Mia, Fl,

Mastered by Michael Fuller at Fullersound, Mia, Fl. Publishing

Rascalz

"Hit Em Up" (feat. Kardinal Offishall, Solitair & Ylook)

Produced By DJ KEMO for LAB-RATS PRODUCE

cuts by DJ Revolution

(C.Bahamonde, R.Jacobs, J.Harrow, S.Pitt, S.Rana)

SONY BMG MUSIC (CANADA) INC.

"Jungle"

Produced By RED-1 & DJ KEMO for LAB-RATS PRODUCE

(C.Bahamonde, R/Jacobs, B.Leonard)

SONY BMG MUSIC (CANADA) INC.

Raskal

"Cross The Line"

Written and Performed by Raskal

Produced by TyJilla

www.raskalmusic.com

Shadow

"Play Dirty"

Written by - S. Norfleet for R.J. Noemis.

Produced by - Alo for Garden Music.

Scratches- Alo.

Blitz: The League Music

Skindred

"Bruises"

Performed by Skindred

Courtesy of Lava Records LLC

By arrangement with Warner Strategic Marketing

© 2004 Lava Records LLC

Written By: Skindred

Produced By: Howard Benson

Mixed By: Rick Will

All Songs: ASCAP/PRS

"Pressure"

Performed by Skindred

Courtesy of Lava Records LLC

By arrangement with Warner Strategic Marketing

© 2004 Lava Records LLC

Written By: Skindred

Performed By: Skindred

Produced By: Howard Benson

Mixed By: Rick Will

All Songs: ASCAP/PRS

Son Doobie

"U Wit That"

Performed by Son Doobie

Produced by Kemo

From the album Funk Superhero

Courtesy of Battle Axe Records

www.battleaxerecords.com

"Full Moon"

Performed by Son Doobie

Produced by Flipout

From the album Funk Superhero

Courtesy of Battle Axe Records

www.battleaxerecords.com

Swollen Members

"Too Hot"

Performed by: Swollen Members

Produced by: Rob The Viking

From the album Black Magic

Courtesy of Battle Axe Records

www.battleaxerecords.com

Visionaries

"Pangaea"

performed by Visionaries

lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu

music: Life Rexall

scratches: DJ Rhettmatic

from the full length album "Pangaea"

Copyright 2004 Up Above Records

www.upabove.com

"If You Can't Say Love"

performed by Visionaries

lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu

music: J Rocc

scratches: DJ Rhettmatic

from the full length album "Pangaea"

Copyright 2004 Up Above Records

www.upabove.com

Felonius Funk

"Felonius Funk A Trak Remix"

D Styles featuring Q Bert, Babu and Melo D

Audio Research Records

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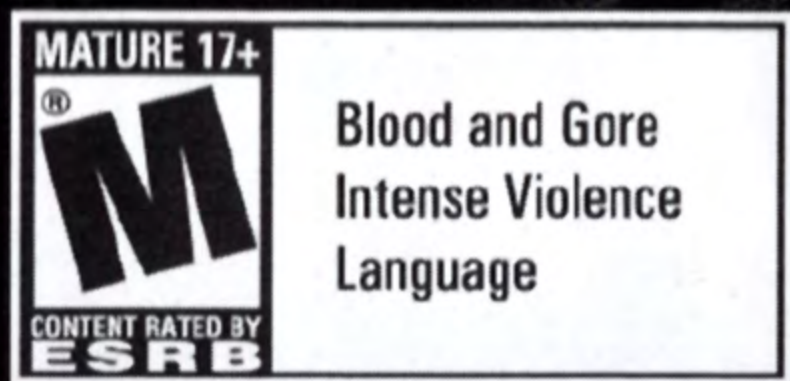
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ESRB

Blood and Gore
Intense Violence
Sexual Themes
Strong Language
Use of Drugs

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